
Title: Secrets of Alchemy

Author: Nikki

The way to grandmaster
the alchemy skill is a
long and weary one as
well as an expensive one.
So if you have neither
the patience nor the
necessary financial
resources for such an

education better buy your
potions at vendors or
from experienced
alchemists. And if you
think alchemists are
getting rich fast with
their potions then you
are in error again.

Alchemy is a profitable
business but it also is a
time-consuming one. So if
I have not managed to
frighten you off till now
I will start a guide for
you to learn the secrets
of alchemy.

Chapter One:
Reagents and the potions
you make of them

Bloodmoss: From this
reagent Agility potions
are made that make
warriors swing their
swords faster.

Garlic: Is used for one of
the most important
potions existing namely
Cures.

Sulfurous Ash: From this
ingredient Explosives are
made Note: (Handle
explosives with extra care
- once the countdown
starts it cannot be

stopped)

Ginseng: Another one of the important potions is made from this namely Healing potions.

Spiders Silk: This one let's you see in the dark.

Nightshade: Once of the most dangerous potions is made of these - POISON many apply it on their weapons to ensure their victory in a fight.

Black Pearl: This reagent produces a Refreshing potion that can make a weary warrior a berserker again.

Mandrake Root: This reagent produces Greater Strength potions
Chapter Two:
Getting started

For alchemy you will need at least one mortar (most alchemists use more than one), empty bottles to pour your potions in and most importantly reagents to make potions from.

All three things can be bought from alchemists in mage shops.

You can also get empty bottles from nice hunting spots like water elemental room in Covetous and Destard and also in shame level 2 and 3 for the adventuring alchemists out there.

You will need quite some reagents so better stock up before training

Chapter Three:
Training.

If you are not yet

neophyte alchemist I
suggest you buy some
skill from an alchemist.

As a neophyte you can
grind a combination of
agility, healing and poison
potions.

But my advice is stick
more to poison potions as
poisoners tend to need
them for their training
too. Do this till your
learning slows down
considerably.

Then, you should be a
novice, you should start a
mixture of total
refreshes cure and
strength potions.

But again stick with total
refreshes as they are
easier to sell than normal
cures and strength
potions.

As a now apprentice
alchemist you should
concentrate on making
greater agility potions till
you reach midlevel
journeyman.

From there add greater
strength potions to your
list.

As expert alchemist you
can now start to make
greater heal and greater
poison potions. Both are
easy to sell to either
adventurers or
experienced poisoners.

As adept add greater
cures and greater
explosions to your list
both can take you to
Grandmaster, although
slowly.

At midmaster alchemist
or better you can start
grinding deadly poison
potions until you reach
grandmaster.
but hint in advance, even
a grandmaster alchemist

fails 3/4 of it's tries
so don't despair.
Best tactic is train only
in your first hour when
your learning curve is
best. It works outside
too but gets more
expensive fast

Chapter Four:

Potion Kegs:

If you have reached
grandmaster title without
using potion keg you must
have used some thousands
of empty bottles.

To avoid such a waste we
alchemists have the choice
to pour our potions in
potion kegs that we can
buy from
carpenters/tinkers and
save a lot on bottles.

A potion keg can hold
100 potions at once.

And clever alchemists
colour their kegs with a
furniture dye tub so the
customer recognizes the
different potions easily
and you can charge more
for a coloured keg too.

Chapter Five:

Pricing your potions and
selling them

Prices utensils for
alchemists:

empty bottle 6gp
black pearl and blood
moss
mostly 6gp each now

rest of the reagents you
can buy at 3gp each at
the mage shops.

Potion kegs you can get
from 200gp to 500gp

Best find well known
carpenter and try to get
a regular customer as he
then will charge you less
for them.

Calculating

Your potion prices is essential to make a profit. First take in consideration that you need a containment for the potion - may it be a bottle or keg it adds up. Then you have to add up the reagents used for one potion and calculate the sum of it.

Most important is the fail rate though - How many reagents do I really need till I get 1 potion I can sell.

You will see that all these factors add up quite fast. But this is only the costs you had to produce the sellable potion. You also had to buy the reagents and then grind them into potions. So I advise you to add from 50% to 100%+ to your production costs to your sell price.

Sell your potions in a vendor separately in potion coloured bags.

Means

use yellow bags for healing potions, orange ones for cure potions and so on. So your customers see what potions are in which bag. Also keep more healing and cure potions in stock as they usually sell fast.

If you really need it this far I thank you for your patience and hope I could give you some insights into the art of alchemy.